JOJO'S BIZARRE ADVENTURE-D

20 PTS.

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WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

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$1.35 per minute for live Game Counselor assistance.
From Canada: 1-900-677-2272 ($1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday - Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

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JOJO'S BIZARRE ADVENTURE

DIO'S REVENGE

At the end of the 19th century, on a country estate in England, the nobleman Sir Joestar lived with his unlikely ward, a boy named Dio. Sir Joestar had been Dio's guardian ever since Dio's father had saved Joestar's life – and sacrificed his own – under mysterious circumstances.

Dio should have been grateful, but he had not inherited his father's selfless character. Instead, he plotted to take possession of Sir Joestar's fortune.

Disguising himself with a strangely powerful mask, Dio became an immortal monster. He waged war on Sir Joestar, but was repeatedly driven off by the nobleman's true son, Jonathan.

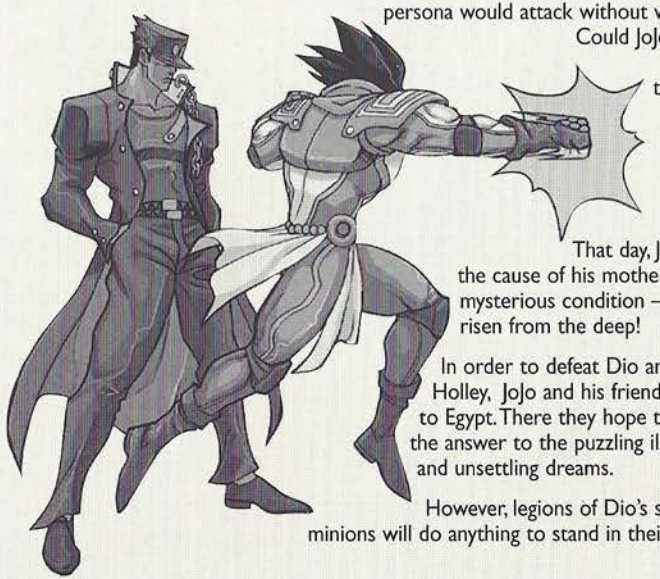
After a series of long, vicious battles, Dio was defeated and imprisoned deep under the ocean.

One hundred years have passed ...

A bizarre iron coffin is discovered near the Canary Islands in the Atlantic Ocean ...

In Japan, Jotaro Kujo, known to his friends as JoJo, awakens one morning feeling very weird. Something strange happened to him during the night. During his restless dreams, JoJo felt as if another being were taking over his psyche!

Recently, JoJo's mother, Holley, had fallen seriously ill. It was learned that she had been overcome by "the Stand." This overpowering, mysterious, psychic inner persona would attack without warning. Could JoJo also be affected by the Stand?



That day, JoJo learns the cause of his mother's mysterious condition – Dio has risen from the deep!

In order to defeat Dio and save Holley, JoJo and his friends head to Egypt. There they hope to discover the answer to the puzzling illness and unsettling dreams.

However, legions of Dio's savage minions will do anything to stand in their way ...

SEGA DREAMCAST™

Use these ports to connect the Sega Dreamcast™ controller or other peripheral equipment. From left to right are **Control Port A, Control Port B, Control Port C,** and **Control Port D**. Use each port to connect controllers for players 1 to 4 respectively.

Note: Purchase additional controllers (sold separately) to play with two or more people.

JoJo's Bizarre Adventure is a 1-to-2 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast controller(s) or other peripheral equipment into the control ports of the Sega Dreamcast.

STARTING A GAME

1. At the Title screen, choose **JoJo's Venture** or **JoJo's Bizarre Adventure** (highlighting with the D-Button and confirming with the A Button).
2. Highlight GAME START on the Main Menu and press the A Button.
3. Select a game mode and press the A Button.
4. Select a character and press the A Button.
5. Choose a control type:

Normal Use button combinations for Special Moves and Super Combos.

Easy Perform Special Moves and Super Combos with easy controls.

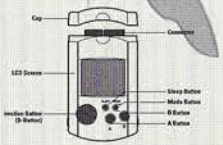
MEMORY CARD

Save Save game data, including your Option settings, score and ranking. Saving game data requires an optional VMU (Visual Memory Unit).

Load Load game data from a VMU.

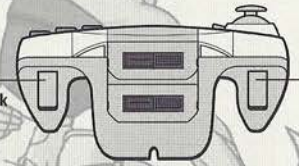
Auto Load If a VMU containing game data is inserted in Extension Socket 1, the game data is loaded automatically when you turn ON the Sega Dreamcast.

Note: While saving a game file, never turn OFF the Sega Dreamcast power, remove the VMU or disconnect the controller.



CONTROLS (default)

SEGA DREAMCAST CONTROLLER



R Trigger
Light + Medium + Heavy Attack

L Trigger – Chouhatsu

X Button – Light Attack (LA)
Y Button – Medium Attack (MA)
B Button – Heavy Attack (HA) / Cancel
A Button – Turn Stand ON/OFF / Confirm

Combine the attack buttons and D-Button for Special Attacks. See page 13.

Analog Thumb Pad

Directional Button (D-Button)

On a selection screen or menu, highlight a character, stage, mode or option.

Start Button
Pause / Resume / Join in Player 2

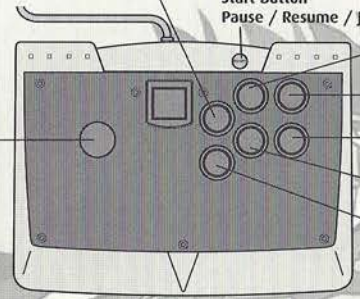
During play, move your character*:

- ↑ Vertical jump
- ↗ Diagonal forward jump
- → Move forward
- ↘ Crouch
- ↓ Crouch
- ↙ Crouching block
- ← Move backward / standing block
- ↖ Diagonal backward jump

* When your character is facing right. If your character is facing left, reverse the left/right controls.

Never touch the Analog Thumb Pad or L/R Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

ARCADE STICK



X Button – Light Attack (LA)

Start Button
Pause / Resume / Join in Player 2

Y Button – Medium Attack (MA)

Z Button – Heavy Attack (HA) / Cancel

C Button – Light + Medium + Heavy Attack

B Button – Chouhatsu

A Button – Turn Stand ON/OFF / Confirm

Joystick
On a selection screen or menu, highlight a character, stage, mode or option.
During play, move your character.

Combine the attack buttons and Joystick for Special Attacks. See page 13.

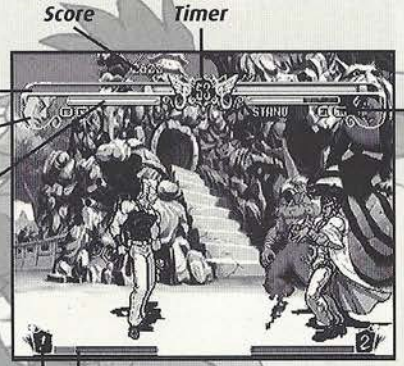
JUMP PACK

JoJo's Bizarre Adventure supports the Jump Pack vibration peripheral. When inserted into the Expansion Socket of a Sega Dreamcast controller or other compatible peripheral equipment, the Jump Pack provides a vibration effect that can considerably enhance the game play experience.

Notes:

- **JoJo's Bizarre Adventure** is a 1-to-2 player game. Connect controllers or other peripheral equipment before turning ON the Sega Dreamcast.
- To return to the Title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the Title screen.
- For both the controller and Arcade Stick, you can change the default button assignments using the Button Config option in Option mode. See page 11.

COMBAT SCREEN



Score	Your current score.
Timer	Match time countdown.
Vitality Gauge	Your character's remaining vitality.
Character	Your character's portrait.
Stand Gauge	Your character's remaining Stand vitality. (Not all characters have a Stand Gauge.)
Win Mark	How many rounds a character has won.
Super Combo Gauge	Color bar builds up as your character attacks or blocks. When it's full, your character can use special moves such as Super Combo.
Super Combo Level	This level (1, 2 or 3) allows you to perform Super Combos (see page 15).

COMBAT RULES

MATCH LENGTH

A match is three rounds (default). Each round lasts for 99 seconds (default) or until one fighter completely loses vitality. You can change the number of rounds per match and/or turn match time ON/OFF in Option Mode (see page 11).

WINNING

The first character to win two out of three rounds (default) wins the match. If time runs out, the character with more vitality remaining is the winner. With time limit OFF, the match lasts until one fighter wins (by draining the opponent's vitality).

DRAW GAME

A draw game occurs when both fighters run out of vitality at the same time (double K.O.) or when both fighters have the same amount of vitality left when time is up.

GAME MODES

ARCADE

1 or 2 Player(s). Play against computer-controlled opponents. You can continue after each match, win or lose. A second player can join in for 2 Player competition. In **JoJo's Bizarre Adventure**, choose Story Mode or Challenge Mode. Challenge Mode is a 1 Player survival challenge (compare to "Survival" below). When your game is over, Joseph evaluates your performance and offers advice.

VERSUS

2 Player competition. Choose a character before each match and adjust handicaps. To play, insert two controllers into your Sega Dreamcast before starting.

TRAINING

Practice your moves and combos against a dummy character.

SURVIVAL

Fight against computer-controlled opponents one after the other. (Your character has limited vitality.) See how far you can get! This mode is available only in **JoJo's Venture**.

OPTION MODE

Choose an item with the D-Buttons ↑/↓, and adjust the setting with ←/→.

Difficulty — Adjust the difficulty level in Arcade Mode. The more stars you add, the harder the challenge becomes.

Rounds — Set the number of rounds in a match.

Damage — Adjust the level of damage inflicted by attacks.

Time Limit — Turn the time limit ON/OFF. When ON, a match lasts for 99 counts. When OFF, a round continues until one fighter K.O.'s the other.

SC Gauge — Set the initial level of the Super Combo Gauge.

Screen Adjust — Press the A Button, then use the menu to adjust the game screen positioning on your TV.

Button Config — Press the A Button, then use the menu to change the button assignments.

Easy Mode — When ON, you can select EASY control mode (see page 5).

Audio — Choose STEREO or MONAURAL.

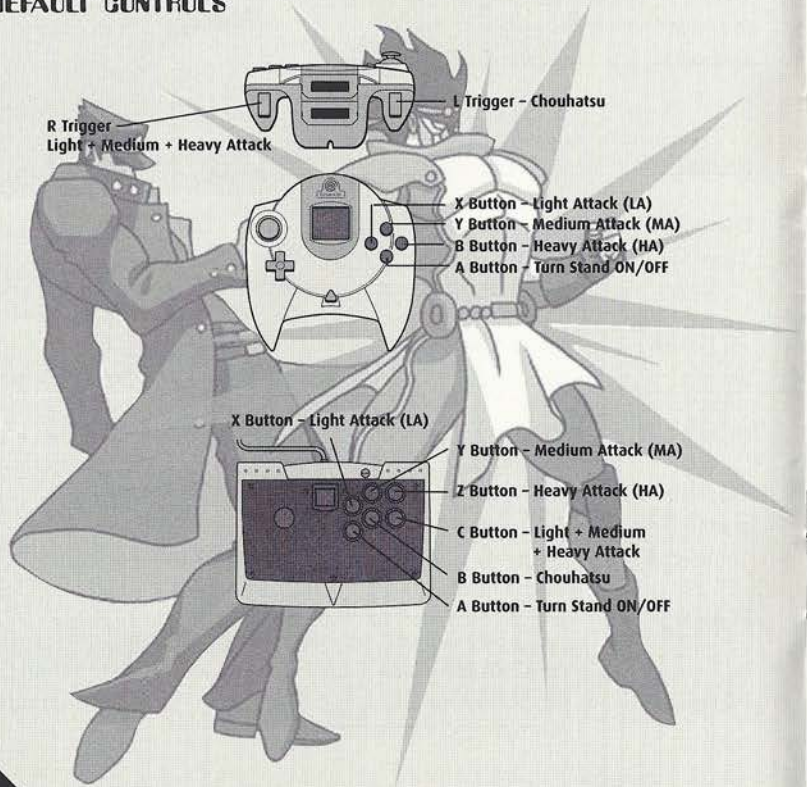
Sound Test — Sample the game music by changing the number and pressing the A Button.

Flash — Turn the flash effect ON/OFF. **BE SURE TO READ THE EPILEPSY WARNING ON THE INSIDE FRONT COVER OF THIS MANUAL BEFORE SETTING FLASH TO ON.**

Vibration — Set ON or OFF when using the optional Jump Pack (not available when using the Arcade Stick).

FIGHTING MOVES & SPECIAL ATTACKS

DEFAULT CONTROLS


L Trigger – Chouhatsu
R Trigger
Light + Medium + Heavy Attack
X Button – Light Attack (LA)
Y Button – Medium Attack (MA)
B Button – Heavy Attack (HA)
A Button – Turn Stand ON/OFF
X Button – Light Attack (LA)
Y Button – Medium Attack (MA)
Z Button – Heavy Attack (HA)
C Button – Light + Medium + Heavy Attack
B Button – Chouhatsu
A Button – Turn Stand ON/OFF

SPECIAL ATTACKS

In the moves below, the D-Button presses/joystick moves refer to fighters facing right. Reverse the left/right presses or actions for fighters facing left.

Block, Air Block — **→ or ← away from opponent**
Foil opponent's attacks when standing or crouching. You can also block in the air. Match your block to the opponent's attack.

Backlash — **Press 3 attack buttons simultaneously**
Move toward your opponent for a certain distance. If you perform this move near an opponent, you can get the enemy's back. This move is only available when Stand is OFF (see page 14).

Safe Fall — **Press 2 attack buttons simultaneously while falling**
When knocked up in the air, you can fall safely by performing this move. Change the direction of your fall with the D-Button or joystick.

Throw — **→ or ← toward opponent + Heavy Attack button near opponent**

Advancing Block — **Press 3 attack buttons simultaneously while blocking**
Push back your opponent.

Guard Cancel — **In JoJo's Venture:**
↓↘→ + Attack button the moment you block
In JoJo's Bizarre Adventure:
→↓↘ + Attack button the moment you block
Counterattack.

STAND SYSTEM

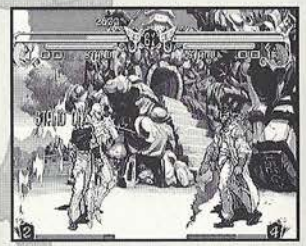
Each character has two fighting modes: Normal (with Stand OFF) and Stand (with Stand ON). Turn Stand ON/OFF by pressing the A Button during combat.

NORMAL MODE (STAND OFF)

- You can control your character while your character's Stand is performing a special move.
- All characters can perform a Backlash move.
- You can allow your Stand Gauge to recover. (Switch to Normal Mode when your Stand Gauge gets low in Stand Mode, below.)

STAND MODE (STAND ON)

- You can perform a chain combo by pressing the Light, Medium and Heavy Attack buttons in order.
- Your attacks do more damage than in Normal Mode.
- You can use your character's special ability, such as double jump.
- Only Joseph can perform a Backlash move.
- As you block or get attacked, your Stand Gauge will decrease. If the Stand Gauge runs out, your Stand will disappear and your block will be broken. Switch to Normal Mode to allow your Stand Gauge to recover.



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SUPER COMBOS

As you attack or block, the Super Combo Gauge builds up. When the gauge is full, you can perform special moves such as Tandem Attack. Certain Super Combos require more than one level of the Super Combo Gauge. (See pages 17-24 for the Super Combo commands for each character.)

Tandem Attack — **←↙↓ + Stand button**

This move requires one level of the Super Combo Gauge. There are two types of Tandem attacks, depending on the character: Program attacks and Real Time attacks.

Program Attack

After inputting the Tandem Attack command, program (input in advance) your Stand's attacks. After a while or when you release the Stand button, your Stand will begin the attacks you have programmed. During this performance, your character can also move and attack simultaneously.

Real Time Attack

After you input the Tandem Attack command, your character can move super fast. During this performance, you can link attacks that do not normally link.

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Parental Consent if under 18 years old
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Name _____

CHARACTERS

This section shows the Special Moves and Super Combos for the 16 fighters selectable when you start the game. For each warrior, the D-Button presses/joystick actions are for characters facing right. Reverse the left/right presses/actions for characters facing left.

ABBREVIATIONS

A	=	Attack
S	=	Stand
LA	=	Light Attack
MA	=	Medium Attack
HA	=	Heavy Attack

DEFAULT CONTROLS

R Trigger – Light + Medium + Heavy Attack
L Trigger – Chouhatsu
X Button – Light Attack (LA)
Y Button – Medium Attack (MA)
B Button – Heavy Attack (HA)
A Button – Turn Stand ON/OFF
X Button – Light Attack (LA)
Y Button – Medium Attack (MA)
Z Button – Heavy Attack (HA)
C Button – Light + Medium + Heavy Attack
B Button – Chouhatsu
A Button – Turn Stand ON/OFF

JOTARO

Stand: **STAR PLATINUM**

SPECIAL MOVES	
Blazing Fists	↓↘→ + A
Blazing Strike	↓↙← + A
Star Finger	→↓↘ + A
SUPER COMBOS	
Jaguar Varied Assault	↓↘→ + AA
Star Breaker	↓↙← + AA
Star Platinum The World	→ MA LA → S (Level 3 gauge)

KAKYOIN

Stand: **HIEROPHANT GREEN**

SPECIAL MOVES	
Emerald Splash	↓↘→ + A
Mystic Cloak	←→↘↓↙← + A
Mystic Trap	↓↙← + A
Remote Control	→ + AA (Stand Mode)
SUPER COMBOS	
Super Emerald Splash	↓↘→ + AA
Indy's Arm	↓↙← + AA
Punishment Time	LA LA → MA HA
Hierophant Finish	→↓↘ + AA (JoJo 2 only, Stand Mode)

AVDOL

Stand: ***MAGICIAN'S RED***

SPECIAL MOVES	
Crossfire Hurricane	↓↘→ + A
Fire Wall	→↓↘ + A
Flame Sensor	↓↙← + A
Fire Eagle	→↓↘ + A (in air)
Hell Fire	→↘↓↙← + A
Remote Control	→ + AA (Stand Mode)

SUPER COMBOS	
Napalm Bomb	↓↘→ + AA
Cross Fire Hurricane Special	↓↙← + AA
Read-Heat Ank	→↓↘ + AA (JoJo 2 only)

POLNAREFF

Stand: ***SILVER CHARIOT***

SPECIAL MOVES	
Million Pricks	A (press rapidly)
Ray Dart	← (hold) → + A
Shooting Star	↓ (hold) ↑ + A
Needle Pierce	↓↙← + A (Stand Mode)
Remote Control	→ + AA (Stand Mode)

SUPER COMBOS	
Armor Takeoff	↓↘→ + AA
Last Shot	↓↙← + AA
Requiem	→↘↓↙← + AA (JoJo 2 only, Level 3 Gauge)

JOSEPH

Stand: ***HERMIT PURPLE***

SPECIAL MOVES	
Energy Crash	→↓↘ + A
Energy Tempest	360° turn + A
Tactician's Trick	↓↙← + A
Blue Overdrive	↓↘→ + A (Normal Mode)
Energy Snare	↓↘→ + A (Stand Mode)

SUPER COMBOS	
Master's Teaching	↓↘→ + AA
Super Overdrive	360° turn x 2 + A

IGGI

Stand: ***THE FOOL***

SPECIAL MOVES	
Sand Crush	← (hold) → + A
Sand Attack	↓ (hold) ↑ + A
Sand Clutch	→↘↓↙← + A
Sand Magic	→↓↘ or ←↓↙ + A
Fly	↑ (in air) (Stand Mode)

SUPER COMBOS	
Big Sand Wave	↓↘→ + AA
Sand Storm	LA LA → MA HA

PETSHOP

Stand: **HORUS**

SPECIAL MOVES	
Ice Bullet	↓↘→ + A
Icicle Break	A (hold and release)
Ice Lance	↓↙← + A
Kill Freeze	S
Death Freeze	↓ + S
Frost Missiles	←↙↓↘→ + S
SUPER COMBOS	
Giga Frost Missiles	↓↘→ + AA
Death Penalty	↓↙← + AA
Terminal Lockon	LA LA → MA HA

MAHRAHIA

Stand: **BAST**

SPECIAL MOVES	
Homing Collection	↓↘→ + A
Mysterious Web	↓↙← + A
Electric Shock	→↓↘ + A
Magnet of Bast	S
SUPER COMBOS	
Iron Crush	↓↙← + AA
What Are You Thinking?	↓↘→ + AA

HOL HORSE

Stand: **EMPEROR**

SPECIAL MOVES	
Mighty Gun	↓↘→ + A
Gail	→↓↘ + A
Hanged Man	↓↙← + A
Emperor	S
SUPER COMBOS	
Rapid Fire	↓↘→ + AA
Strongest Combination	↓↙← + AA
Trace of Bullets	←↓↙ + AA

BLACK POLNAREFF

Stand: **ANUBIS**

SPECIAL MOVES	
Forget Me Not	↓↙← + A
Double Sword Master	→↓↘ + A
Ogre Slash	↓↘→ + A
Chariot Spirit	↓↘→ + S
SUPER COMBOS	
Madness Blade	↓↘→ + AA
Invincible Slash	↓↙← + AA

D'BO

Stand: ***EBONY DEVIL***

SPECIAL MOVES	
Dummy Dive	↓↘→ + A
Dummy Cutter	↓↓ + A
Dummy Hunter	↓↙← + A
SUPER COMBOS	
Junky Carnival	↓↘→ + AA
Barrel Roll Crusher	↓↙← + AA
Resentment	→↓↘ + AA (JoJo 2 only)

MIDLER

Stand: ***HIGH PRIESTESS***

SPECIAL MOVES	
Harpoon Shot	↓↘→ + A
Motor Head	↓↙← + A
Iron Wild	→↓↘ + A (JoJo 2 only)
SUPER COMBOS	
Mega Harpoon Strike	↓↘→ + AA
Motor Show	↓↙← + AA
Dinner Time	→↓↘ + AA

ALESSY

Stand: ***SETHAN***

SPECIAL MOVES	
Target Mark	←↙↓↘→ + A (S to cancel)
Shrink Wrap	→↘↓↙← + A
Shadow Axe	AA (hold & release, Stand Mode)
SUPER COMBOS	
Despair	↓↘→ + AA
Ush Ush Ush	↓↙← + AA (rapidly)

CHACA

Stand: ***ANUBIS***

SPECIAL MOVES	
Forget Me Not	↓↙← + A (Stand Mode)
Ogre Slash	↓↘→ + A (Stand Mode)
Reflection Slash	→↓↘ + A (Stand Mode)
SUPER COMBOS	
Dimension Slash	↓↘→ + AA (Normal Mode)
Bloody Slash	↓↘→ + AA (Stand Mode)
Super Learning	↓↙← + AA (JoJo 2 only, Stand Mode, Level 2 Gauge)

DIO

Stand: **THE WORLD**

SPECIAL MOVES	
Blazing Fist	↓↘→ + A
Blazing Strike	↓↙← + A
Stingy Eyes	→ + HA + MA + LA + →
The World	→↓↘ + A (Normal Mode)
Die	→↓↘ + A (Stand Mode)
SUPER COMBOS	
Checkmate	↓↘→ + AA
Road Roller	↓↙← + AA (Normal Mode)
Stop Time	→ + HA + LA + → + S (Level 3 Gauge)
Bloody Summoning	MA + LA + → + LA + HA (JoJo 2 only)

ICED

Stand: **CREAM**

SPECIAL MOVES	
Dark Space	↓↘→ + A
Devastation	←↓↙ + A (Stand Mode)
Cream	↓↙← + A
Blow Away	↓ (hold) ↑ + A (Stand Mode)
SUPER COMBOS	
Eat This	↓↘→ + AA
Madness Throw	↓↙← + AA (Level 2 Gauge)
Circle Locus	→↓↘ + AA (Stand Mode)

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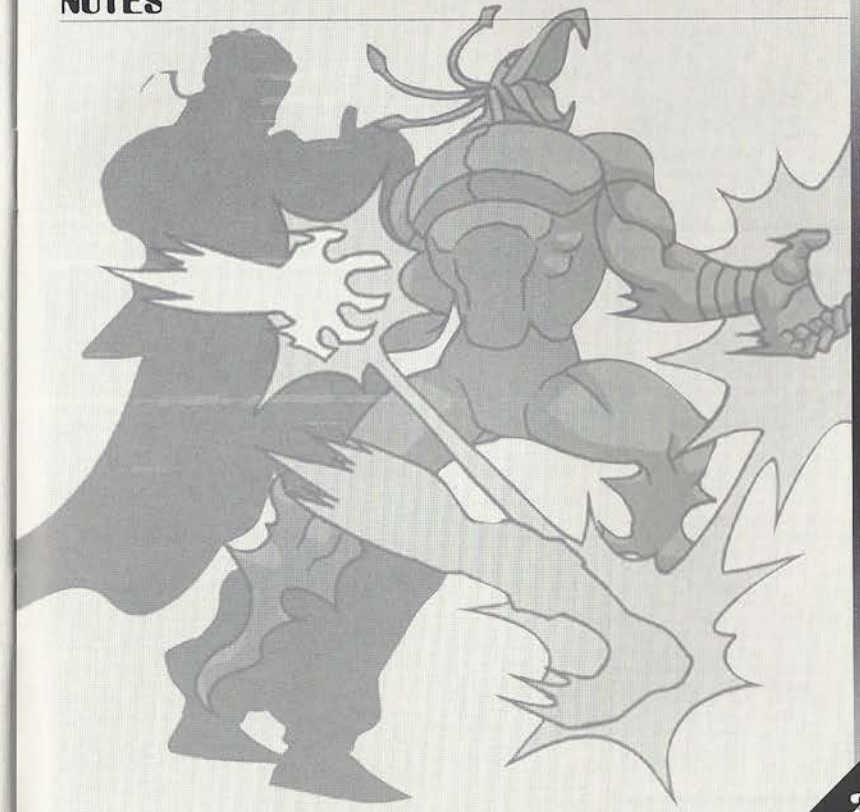

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CREDITS

Manual Design: Hanshaw Ink & Image; Marketing: Todd Thorson, Sean Mylett, Robert Johnson; Creative Services: Jennifer Deauville and Marion Clifford; Package Design: Michi Morita and Jamie Gibson; Translation: Masayuki Fukumoto; PR: Melinda Mongelluzzo, Matt Atwood and Carrie Mcgenity. Special thanks to: Tom Shiraiwa, Miki Takano, Bill Gardner, Robert Lindsey, Nate McIlvain Williams, Neal Robison, Kathy Schoback, Kathy Lange and Mark Galarneau.

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